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*A brief tour of completion results for partial designs*

For many kinds of combinatorial design (broadly interpreted) which have a notion of 'partial design', there is a non-trivial threshold such that 'sufficiently large' partial designs can always be completed. Sometimes 'sufficiently small' partial designs must also have completions, and sometimes no non-trivial statement of this type is true. Sometimes partial designs can instead be extended by, say, adding points. Here we survey some phenomena of the first type from the worlds of block designs, intersecting families, geometry, and others.